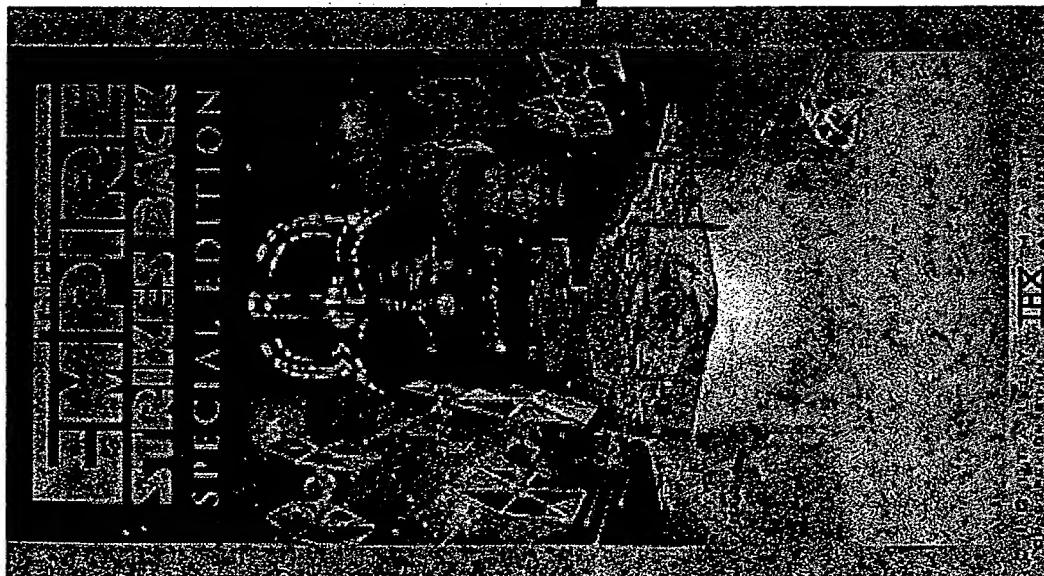


# Shop@Anywhere

Episode 2: Online/Offline Integration

Code Name: Yoda

## Advanced Planning Meeting



Vincent Tong

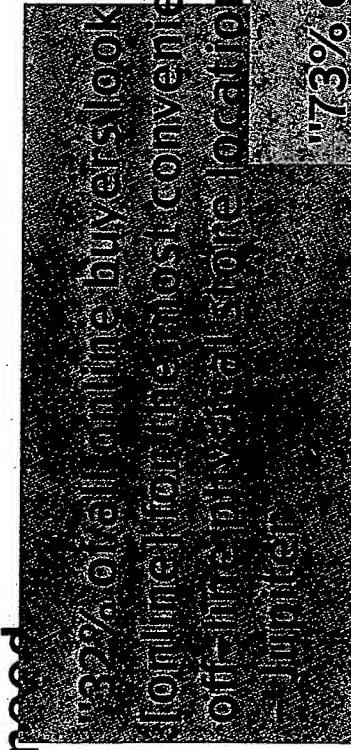
10/16/00

Feel the Brick-&-Mortar Force!  
Online retail sales will reach only a  
modest 7% of the total retail market  
within the next 4 years  
(Red Herring/Fortune Research 07/00)

# What's the problem we are trying to solve?

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- ⌘ Consumers will spend \$199 billion online in 2005, but they will spend more than 3 times that offline as a direct result of online research (Jupiter 06/00)
- ⌘ Consequently, consumers need the ability to find the best deals for an individual product from online merchants as well as from physical store nearby all-in-one-place
- ⌘ Neither AOL nor our key competitors are addressing this need



"73% of online browsers indicated that they researched products online and then purchased them at a physical store" - Jupiter

# Goals

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## **SHORT-TERM (Shop@Anywhere Bullet – 6 months)**

- ⌘ Make shopping easier and **more convenient** by helping consumers to locate nearby physical stores of “click-&-mortar” Shop@ merchant partners
- ⌘ Highlight local offerings from “click-&-mortar” merchant partners (e.g. physical store presence, local store return/pick-up for online sales)
- ⌘ Earn consumers’ trust, as they release their zipcode/address to us
- ⌘ Generate additional pages views
- ⌘ Drive local ad impressions via Digital City

## **LONG-TERM**

- ⌘ Provide a true multi-channel (both online and offline) merchant comparison environment with store-level product pricing and availability from “click-&-mortar”, “brick-&-mortar” only, and “pure-play e-tailer” Shop@ merchants

# Project Metrics

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- ⌘ **Deploy store locator feature and highlight local store offering for 100% of “click-&-mortar” Shop@ merchant partners in 100% of Shop@ channels, after 3 months**
- ⌘ **15% of store locator users will “store” their zipcode/address for repeat usage, after 3 months**
- ⌘ **Generate additional 17M pages views in year 1**
- ⌘ **Drive \$1.3M local ad impressions via Digital City in year 1**

# Value Proposition

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## Consumers

- ⌘ Convenience! -- This will make the info needed for my purchase decision readily available (local store listings of merchants)
- ⌘ Quick access to local store content (e.g. nearby restaurants, driving direction) to satisfy my need for entertainment & instant gratification
- ⌘ In the long term, “I have a feeling that [AOL Shopping] is limiting my choices” “Let me know that I could buy a book at BN.com but I could also buy it from Harry’s Tiny Bookstore on the corner” (Murmurs)
- ⌘ Bottom Line = AOL provides us with the best comparison shopping for online merchants and local stores – **HIGH**

## Value Proposition

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### “Click-&-Mortar” Shop@ Merchant Partners (30% in headcount)

- ⌘ Drive sales and foot traffic to local stores
- ⌘ Make the most impact in differentiating vs. pure-play e-tailers. Proximity (touch product, need ASAP, easy return, want ASAP) is the key edge of local merchants (Red Herring/Jupiter 07/00)
- ⌘ Effectively build trust for my online unit. Offline presence is the #1 factor in developing online merchant trust (Jupiter 8/99)
- ⌘ Multi-channel customers spend avg of 20-30% more than single channel customers (Jupiter 06/00)
- ⌘ Bottom Line = AOL helps us to leverage our physical assets to attract profitable customers to shop at our online and/or offline retail channels – **HIGH**

## The Store Locator

**Proximity Search for local stores of “click-&-mortar” merchant partners in the Shop@ environment, including Merchant Comparison and other possible areas (e.g. A-Z Store Listings)**

## Store Listings

- PLUS**
  - ¥ User may store multiple target locations (link to UMP?)
  - ¥ Local store return/pick-up policy for online sales

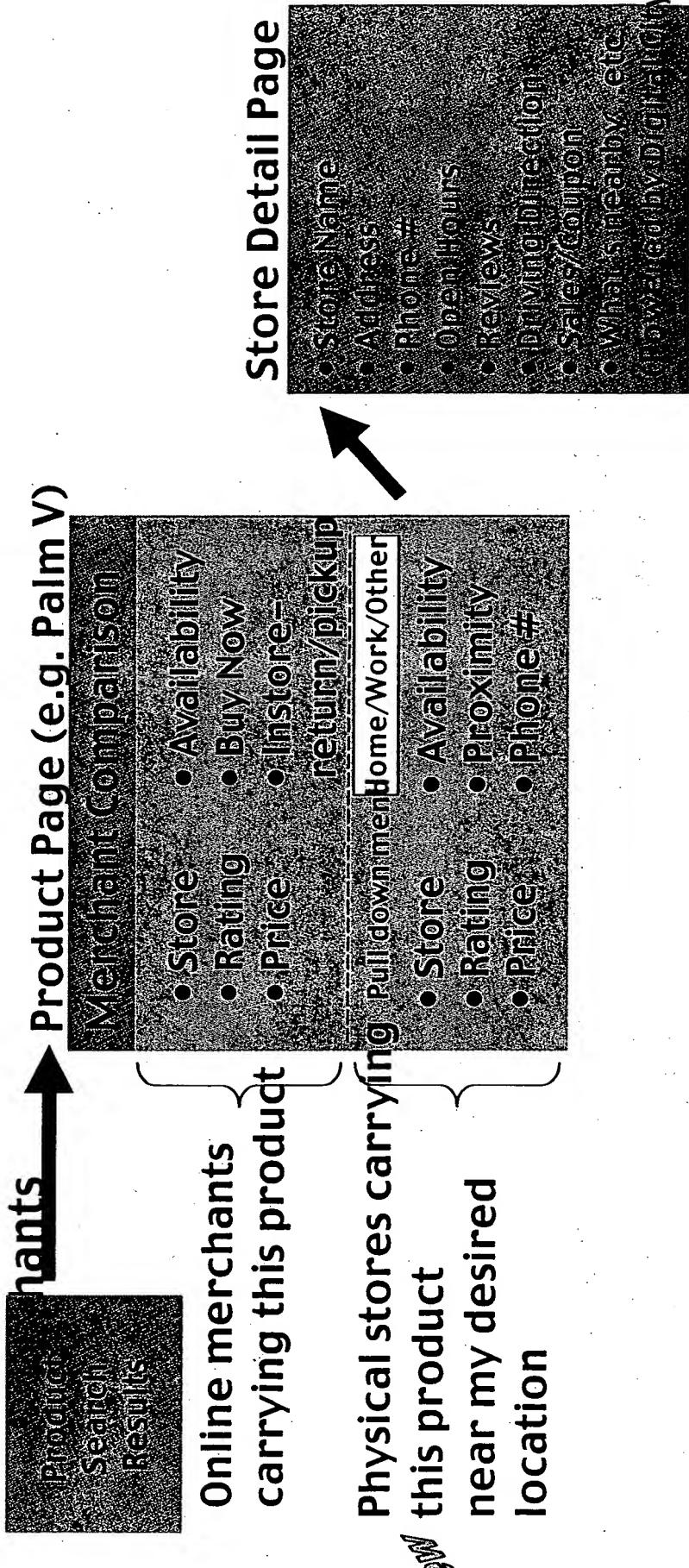
## Product Page: Merchant Comparison

(This mock-up is created solely to illustrate the idea. It's not the final page 7

Shop

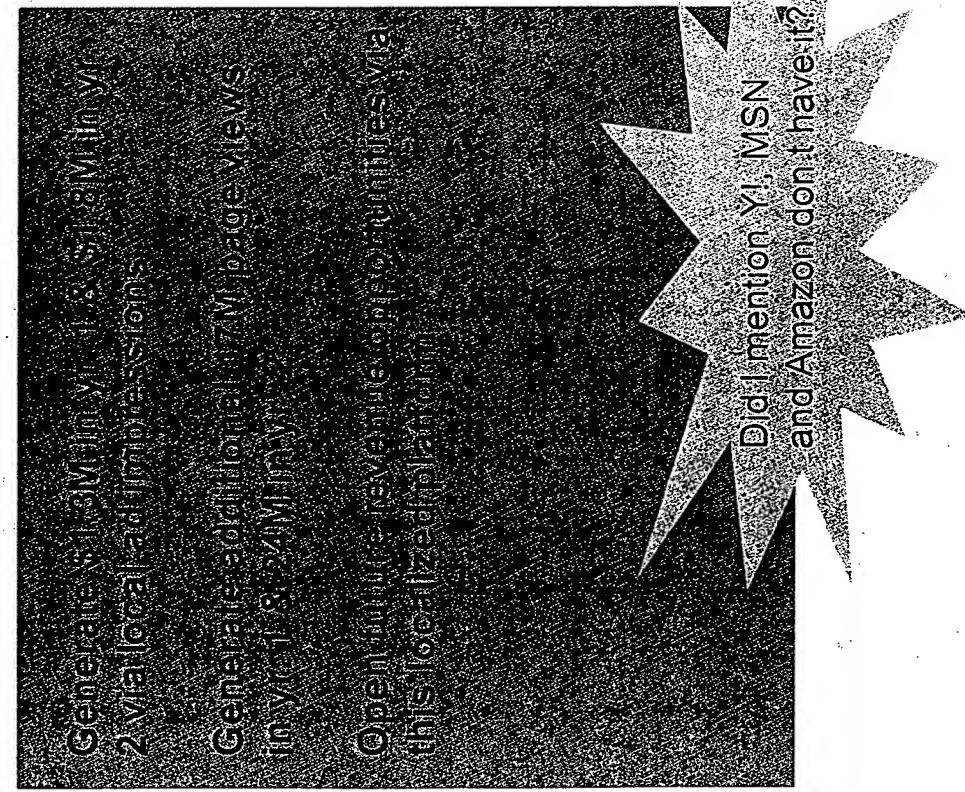
## The Long Term Vision (outside the scope of this bullet)

- ⌘ Provide a true multi-channel (both online and offline) merchant comparison environment with the latest store-level product pricing and availability info from “click-&-mortar”, “brick-&-mortar” only, and “pure-play e-tailer”

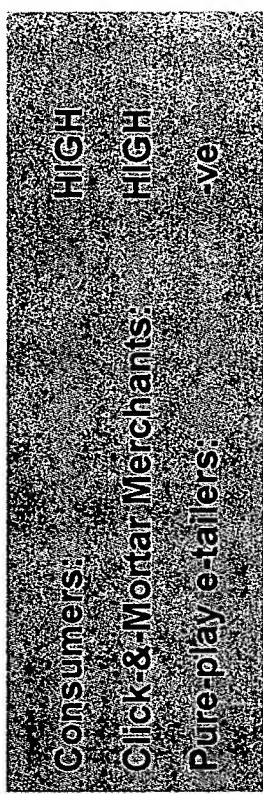


# Cost and Benefit

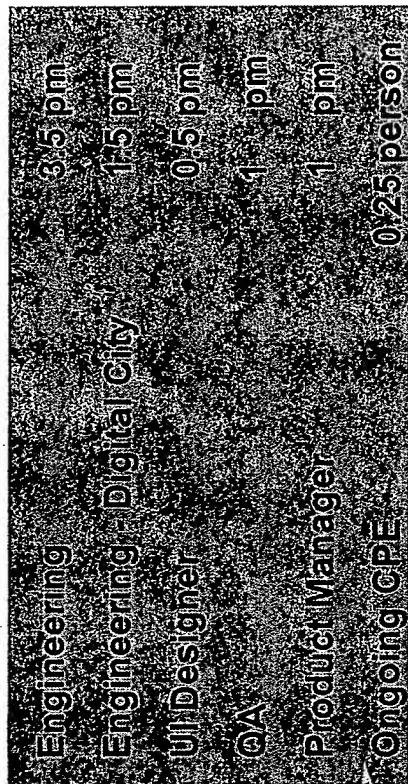
## Revenue & Traffic Impact



## Retention



## 2-month Development Cycle (Est.)



## Key Dependencies / Risks

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- ⌘ Depends on Digital City to provide the proximity search and the localized content – *Mitigation: Set the right expectation with DCI on performance requirements, server load, their flexibility and responsiveness in updating store level content upon Shop@ merchant partner's request*
- ⌘ Privacy concern on allowing user to store zipcode/address – *Mitigation: The initial check with Kent Walker (legal) was positive. Will confirm with Kent once features are finalized*
- ⌘ Negative reaction from “pure-play” e-tailer partners –  
*Mitigation: Ask Account Management team for feedback*

⌘ Different product assortment at Web channel vs. Physical  
Shop@ store channel for a merchant – *Mitigation: create*

## Open Issues

- ⌘ Can/should we deliver the “stored” user zipcode / address to UMP? – Need to check with Personalization Divlet
- ⌘ In addition to “Merchant Comparison” area (stand-alone and under Product Page), where else can “Store Locator” appear? (e.g. A-Z Store Listing, Dept Pages) – Initial feedback is possible for A-Z Store Listing, but no room for Dept Pages. Need to finalize with Kathleen May.
- ⌘ Do we need permission from merchant partner to deploy “Store Locator”? – Need to check with Acct Mgmt

## What's Next?

- ⌘ Core team assignment – this week
- ⌘ Further investigate open issues and risks
- ⌘ Project Kick-off Review & PRD – week of 10/30/00

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